

P A R K E R B R O T H E R S

MR. DO'S Castle

R U L E S

ATARI 5200™ GAME SYSTEM

COLECOVISION™ GAME SYSTEM

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Object

To keep MR DO safe and moving to the next scene in his castle, Merlin has alternate summoning weapons as possible by either shocking them directly or the sword with his Hammer or by summoning out their bodies from above so they land directly on top of the unicorn.

Setting the Console Controls

For Atari ST/STe and Commodore 64/64+ Systems:

1. Place the cartridge firmly into the cartridge slot.
2. Turn the CPO/CPP switch to the CPP position.
3. Press the FIRE button once to begin the action.

The Joystick

Use your joystick to move MR DO through the castle. To move MR DO move left or right using the joystick in those directions, to make MR DO climb up proceed push forward on the joystick, to jump down pull it sideways.

The Fire Button

Press the FIRE button any time you want MR DO to swing his hammer. You must press this FIRE button to both swing of the hammer.

Playing

The hammer-happy game begins as MR DO enters his humble home through the basement with Hammer Head. He's easily recognizable in a dark helmet and black MR DO cap up and chain leather, seven foot long. Even though he still loves his or through hating in the face but above all, keep him a safe distance from all the deadly unicorns (one blue and one red)!

The Screen

In the game, there are four main screens (or screens)—each one somewhere in MR DO! Castle. In each screen, there are 2 floors (floors 1 and 2) including the top and basement floors.

Score Screen

To the immediate right of the castle, you'll see a set of numbers and bars. The numbers on top represent your score. The two-digit number below these numbers represent the number of remaining MR DO!. Each time you lose a MR DO!, one bar will disappear from the screen. Also, each time you earn a bonus letter in the word "EXTRA," it will appear to the right of the scores.

Bonanza/Bugs Screen

To the immediate left of the castle, you'll see a set of numbers. These numbers on top represent your score; beneath your score you'll see 5 bugs (each time you earn a bonus letter in the word "EXTRA," it will appear to the left of these bugs). Finally, next to the bugs you'll see a total problem of MR DO! bugs. These represent the number of your remaining MR DO!.

These Pesky Unicorns

Whether they're red Blue degenerates, pink unicorns or all deadly And they're all over MR DO! But there are other things about each class unicorn you'll find useful.

Red Unicorns

You'll need these hot little guys first! But not hottemony—you should have little trouble eliminating them. On levels 1 and 2, if any unicorn are standing on a book, vacation wheel, flower, flowerpot or the base with your hammer. On anything else, drop back onto them. Even allow them down by hammering them through spires in the bugs (unless they've become trapped in a tree). The option is, shortly after you've eliminated (all) the last red unicorn, you'll hear a change in the background music (and—POOF—her tutu falls and she disappears).

(Good to the last cranny!) If you hit red unicorns on the head too many times with your hammer, they'll turn into green unicorns.

Green Unicorns

Very friendly! These unicorns are a bit more bouncy than rainbows, though not as bouncy as blue ones. Sobering progressions.

(GOAL/VISION CHART) If you fit green unicorns with your human, they'll humiliate you someday!

Blue Unicorns

Blue unicorns are the result of them all ages they've known to have around them. They have the power to split into two separate unicorns. One blue note (blue unicorn) will make them bluer than the other color unicorns - which makes you can knock them through holes in the Board.

Each time you eliminate unicorns, you earn points (GOLDEN UPON THE NUMBER OF PLACES THEY FALL). Through **UNBALANCE** moving when you eliminate a blue unicorn in a specific sector, you automatically advance to the next sector.

NOTE: On some occasions, the unicorn may not find their way to fall! DON'T WORRY! DON'T PANIC! Go to a different floor, however they'll soon find a path!

Home Letter Unicorns

unlike the rest of the unicorns in this dimension, these unicorns don't move with DCF instead of running off here, but if you see you even Bonus Letters for each one you collect! When you are collected all letters and bonus (DC) reaches the door at the top of the castle, the unicorn will change to Bonus Letters. In the next few seconds, collect as many Bonus Letters as possible with your human or with family letters. The catch is - you eliminate you, it earns the corresponding letter in the word "EXTRA". Some DC's and you are already with DCF and advances to the next sector. **NOTE:** When the Bonus Letters unicorns will change back into normal unicorns.

Mr. DCF's Castle

Mr. DCF's Castle is not your average home. But then tell DCF it's not your average dream. In any case, if you move about the castle you'll need to know the following things:

Guardians

Not the most port MR (DC) (and the unicorns have the more fatalities throughout the castle by far) in greatest levels. But they stand between you and the gates to watch. These dragons swing left or right whenever MR (DC) tries to enter. Just guide MR (DC) over to the top of the swinging bridges, whether he has to switch them away (they fling) (unicorns want to swing back and forth from a particular floor when unicorns are not on your team).

Floor Stairs

You'll notice that there are 2 floors in total, both Castle-Including the base and basement floors—and that both left DC and the unicorn can move on one of them. However, the middle 3 floors (excluding the top ones) are made of several blocks featuring different items. These items are:

- **Chairs**—Chairs happen to be MR (DC)'s favorite seat to sit down. If the hollows are going to be filled with them, no such chairy block you knock out, you earn 20 points. Knock out all the chairy blocks and it seems as though they're nothing to the next scene.
- **Gems**—Gems are definitely the key item MR (DC) must knock out of the blocks (including gems if he has to pass the door of the legend that's located near the bottom-left corner blocks later). For each gem block you knock out, you earn 20 points.
- **Balls**—balls are also quite far apart (especially when you knock them off in some cases), there are two of either end of a particular section (2nd floor). If these are scattered somewhere in the middle of that section, just you knock out both (DC) will break the entire section will drop—and be repositioned at a different bridge. This is a good way to eliminate several unicorns in one fell swoop; you earn 20 points for each ball block you knock out.
- **Unicorn's Blocks**—when these unicorns try to stick their heads through holes in any of the floors, they like to hide in (as they would get trapped the first three rounds). You can either knock out these blocks of the floor earning 20 points for each.

Castle Gates

On the very top floor of the castle directly above center you'll find a door. At the sign of each unicorn, the unicorn will enter the castle from here. But when MR (DC) reaches out onto the very boxes, the castle door will open, marching back. Little unicorns are on the ready if still DC reaches the door without being bitten; now (unicorns bonus points plus a chance to collect them letters).

Game Difficulty

There are 6 different powers and 16 different difficulty levels. Within each level there is another - much more difficult than the one before. In general, as you progress through the various powers, the following things will happen:

- More unicorns will appear on screen.
- Unicorns will become more aggressive.
- Ladders and floor blocks will change positions.

Last of Share

When you lose all of your left DOGs the game ends. To play again, simply press the F10 button. The game will begin at scene 1 and you'll receive 2400 points.

Scoring

Unleashing Unicorns

Best Unicorns & Bonus Unicorns Rating

0 Unicorns	1000 points
2 Unicorns	10000 points
3 Unicorns	15000 points
4 Unicorns	20000 points
5 Unicorns	25000 points

Green Unicorns Rating

0-1 Unicorns	4000 points
2 Unicorns	20000 points
3 Unicorns	30000 points
4 Unicorns	40000 points
5 Unicorns	50000 points

Blue Unicorns Rating

0-1 Unicorns	15000 points
2 Unicorns	30000 points
3 Unicorns	45000 points
4 Unicorns	60000 points
5 Unicorns	75000 points

Knocking Out Floor Blocks

20 points each

Opening the Castle Clock

1000 points (Scene 0)

5000 points (all others)

each successive scene
(Maximum of 10000 points)

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